



STARLIGHT
RANCH

The logo features the word "STARLIGHT" in a bold, blue, sans-serif font with a slight 3D effect, positioned above a stylized blue planet. Below the planet is a brown, rounded rectangular sign with the word "RANCH" in a yellow, bold, sans-serif font. The entire logo is framed by a light blue oval with a small green clover on the left and a yellow star on the right. Three blue, leaf-like shapes radiate from the top of the planet.



About

Starlight Ranch is a **cozy farming** adventure set among the stars. You build and manage your own ranch on a distant planet, growing exotic crops, discovering mysterious resources, and uncovering secrets hidden across diverse alien biomes. You play as **Goomy**, a charming space farmer exploring a world full of personality. Customize your ranch, build relationships with quirky neighbors, collect rare minerals, and travel with a **loyal companion** who supports you throughout your journey.

Blending stylized **3D environments** with expressive **2D art**, Starlight Ranch delivers a warm and distinctive atmosphere designed to inspire curiosity and relaxation. Every area feels fresh and full of life, encouraging players to slow down, explore, and create their own story.

At its heart, Starlight Ranch is about discovery, creativity, and feeling at home, even light-years away from Earth.



version alpha: 0.1.1



Features

>- Plant -<

Starlight features a wide variety of unique plants whose harvest you can sell to expand and improve your farm.

>- Pets -<

The fruits of your work don't come alone you'll be able to raise adorable pets that will accompany you and help you with your farm tasks.

>- Mine -<

Improve your tools, your farm, and your crops using the minerals and upgrades you'll discover throughout the world of Starlight.

>- Decorate -<

A medida que tu granja crece, podrás descubrir una amplia variedad de decoraciones y muebles para personalizar tu espacio como más te guste.

>- Explore -<

Starlight offers a world filled with new creatures, plants, and minerals to discover. Step outside your farm and explore a vast, wonder-filled universe!

Game Overview

A look into the universe of Starlight



Technical Data

Platform

PC (future potential:
consoles)

Game Engine

Unity Engine 6

Genres

Farming Sim, Exploration,
Relaxing

Tags

Cozy, Single-player,
Customization

Development status

Vertical Slice

Target audience

Cozy and farming players

Business model

Premium (\$15 - \$10)

Languages

English and Spanish
(more planned)

Roadmap

Starlight is currently in an Alpha testing stage. We have clear goals to showcase the game to the general public through its Steam page, so we are working toward these milestones in order to release a playable demo.

Actual Point
Vertical Slice



Forest Update
First Big Update



April 2026

Housing Update
Customization



August 2026

Pets Update
New friends



December 2026

Steam Page
First public demo



February 2027

Full release
Gold version



2029



Publishing and investment

We are seeking a publishing partner and an investment of **\$400,000** to support the full development of **Starlight Ranch** over an estimated production period of 24 months.

Our team is fully capable and prepared to deliver the project to completion. The scope of the game is clearly defined, milestone-based, and designed to remain realistic and manageable throughout production.

This investment will be allocated to ensure a complete and polished launch, including:

- Core development and team salaries
- Outsourcing services such as music and sound
- Marketing and visibility support
- Hardware and development equipment
- Quality assurance and final polish

From a publishing partner, we are primarily looking for:

- Funding support (\$400,000)
- Console porting and certification (Nintendo Switch, PlayStation, Xbox)
- Distribution support and strategic guidance
- Optional support with marketing and visibility

Our goal is to build a strong partnership that allows the team to stay focused on development while ensuring the game reaches the widest possible audience.

Revenue share and specific terms remain open for discussion, with IP ownership staying with the studio.



Team

Gentleman Group Studio is a team of nine passionate developers with solid experience in game creation. Members of our team have previously worked with game development studios and contributed to multiple independent projects, gaining hands-on knowledge in programming, level design, character design, UX, art direction, and production.

We believe video games are a powerful medium for expressing ideas, stories, and emotions. We fully understand the challenges that come with building a complete game, and our experience, workflow, and resilience allow us to approach them with confidence.

With over three years of active experience in the industry, we have participated in public events, showcased our projects, received valuable feedback from players, and built a growing community around our work. These opportunities have helped us refine our processes, plan effectively, and deliver projects more consistently.

We are storytellers.

We are creators.

We are Gentleman Group Studio.



Agustín Piedra Torres
CEO, programmer and
developer



Julian Echandi Echeverri
Digital 2D and 3D artist



Adrián Chaves Gaia
Digital 2D and 3D animator



Andrés Mora Loria
Programmer



Javier Maroto Picado
Digital artist and modeler



Cristian Rojas Conejo
Art Director and digital artist



Bryan Blanco Abarca
Community manager and
programmer



GENTLEMAN
GROUP STUDIO

Demo



You can play the Demo
in the following link!

[Download Here](#)





**THANKS FOR YOUR
ATTENTION!**
OUR SOCIAL MEDIA



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